PlayStation®

NTSC U/C

Plays Station®

TEEN

CONTENT RATED BY ESRB

SLUS-00277

POPULOUS™

THE BEGINNING

War from the Heavens

BULLFROG PRODUCTIONS LTD™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

POPULOUS

CONTENTS

STARTING THE GAME 2
DEFAULT CONTROLS 4
INTRODUCTION 6
THE SOLAR SYSTEM 7
GAME SCREEN 7
- Information Panel 7
- Map 8
- Query Panel 9
- Artifacts 10
- Miscellaneous Tips 11
- Followers 11
- Spells 13
- Construction 14

WINNING AND LOSING 16
GAME OPTIONS 17
FRONT END 17
OPTIONS MENU 17
PAUSE MENU 19
CREDITS 20

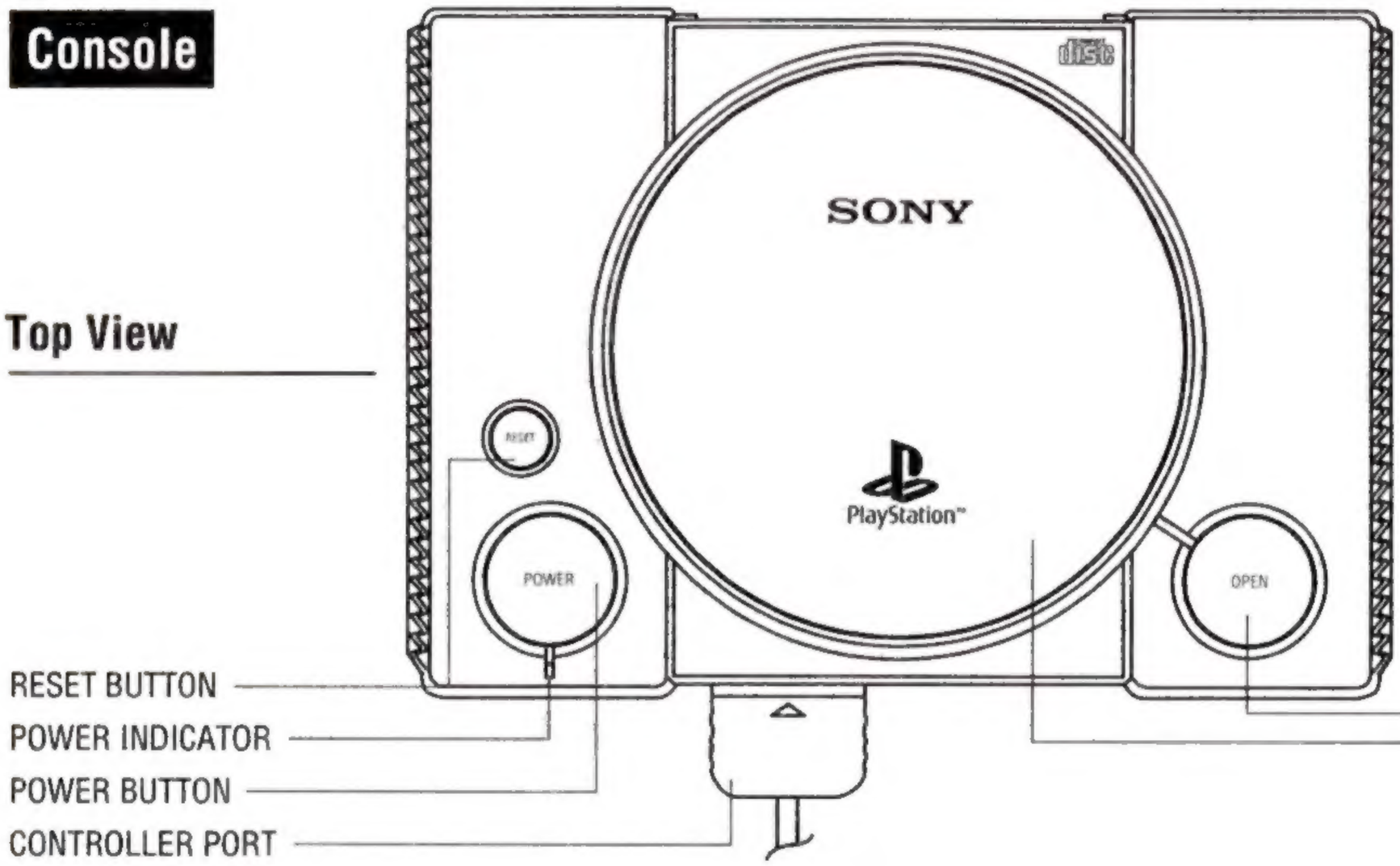
THE BEGINNING

POPULOUS

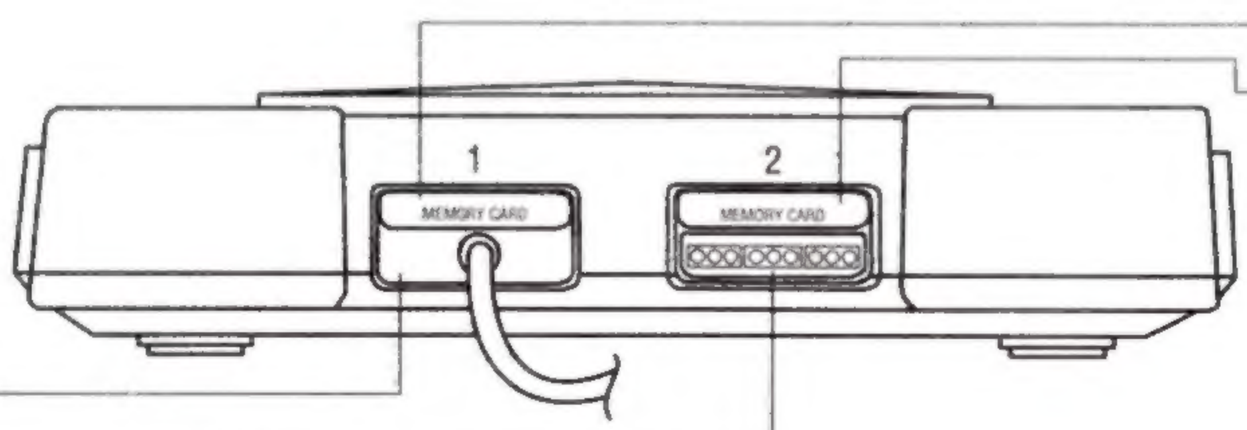
STARTING THE GAME

Console

Top View



Front View



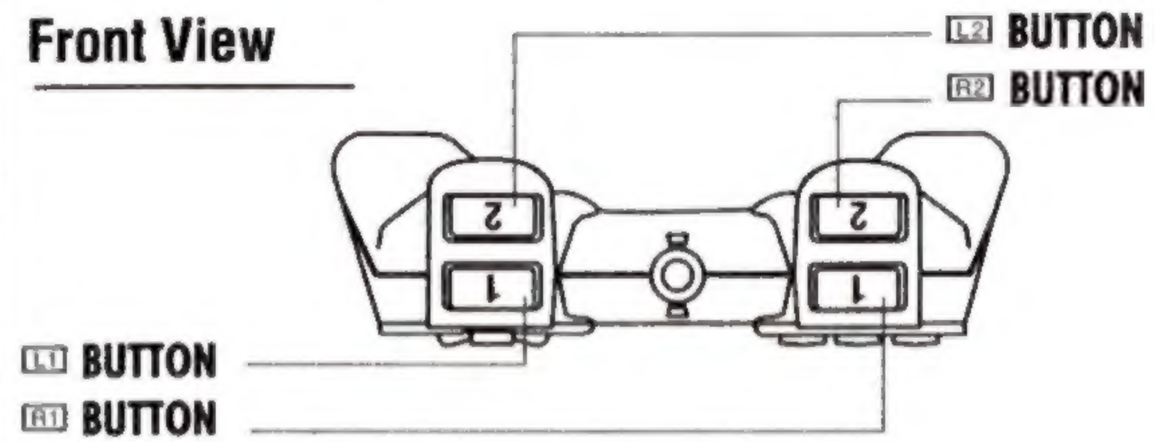
THE BEGINNING

POPULOUS

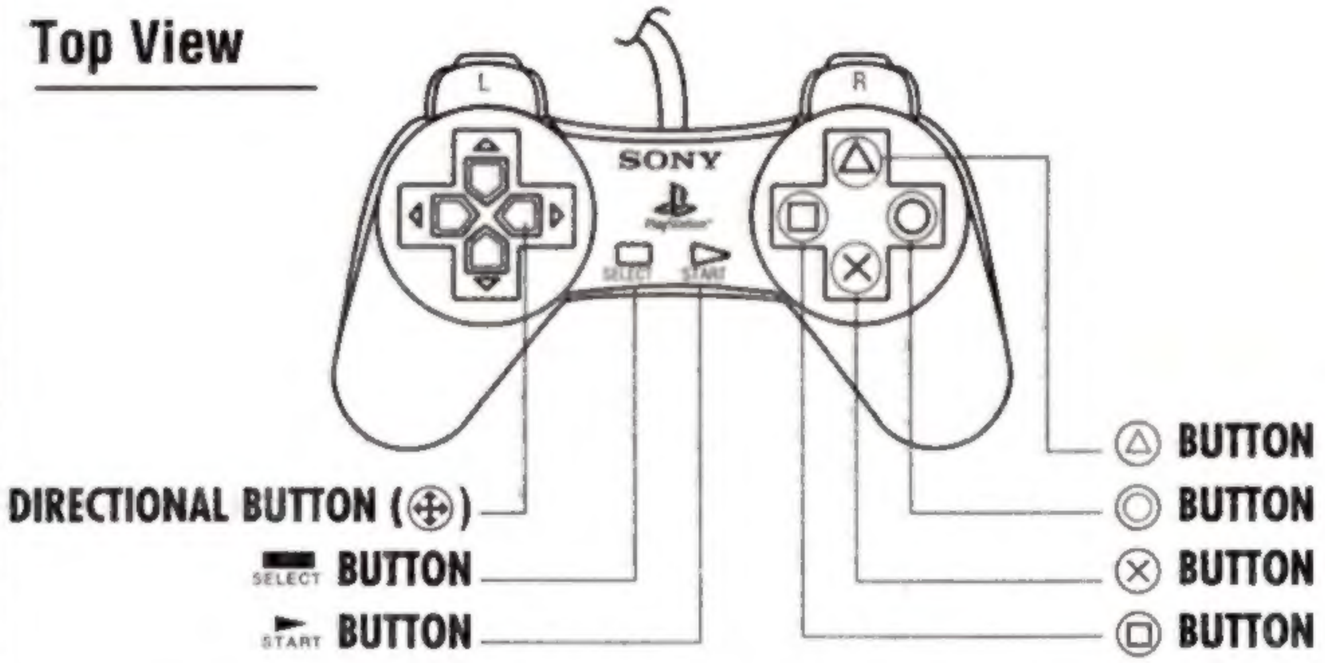
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Populous™: The Beginning* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

Controller

Front View



Top View



❒ The video introduction sequence begins, followed by the *Populous: The Beginning* title screen.

4. Press START to advance. (➤ *The Solar System*, p. 7).

THE BEGINNING

POPULOUS

DEFAULT CONTROLS

MENU CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Highlight Menu Item	✣ ↕	Return to Previous Menu	△
Cycle Menu Items	⊗		

IN-GAME CONTROLS

ACTION	COMMAND	ACTION	COMMAND
Move Cursor	✣	Rotate Right	R1
Action (select objects or buildings and command followers)	⊗	Scroll Map	L1 + R1 + ✣
Cancel (selection or action)	○	Toggle Spells/Buildings Menu (press twice to access Buildings menu)	R2
Shaman (first press selects, second press zooms)	△	Toggle Followers Menu	L2
Cast Spell	□	World View	SELECT
Rotate Left	L1	Pause Menu	START

THE BEGINNING

POPULOUS

Analog Controls

Action	Command	Action	Command
Move Cursor	Left stick	Scroll Map	Right stick

Spells and Buildings Menu

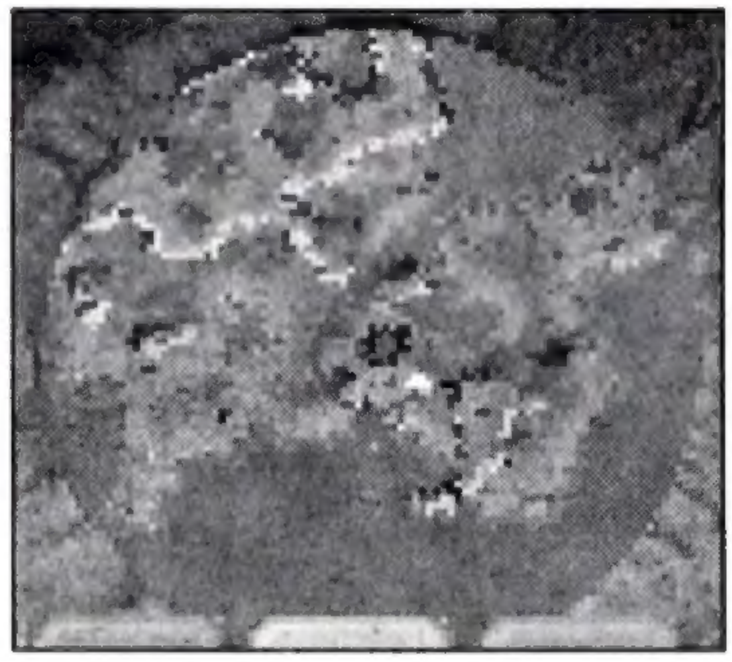
Action	Command	Action	Command
Move Menu Highlight	✣	Send Selected Followers to Building	⊗
Action (select)	⊗	Open Buildings Menu (when in Spells menu)	R2
Toggle Spell ON/OFF	□	Close Menu (when in Buildings menu)	R2

Followers Menu

Action	Command	Action	Command
Move Menu Highlight	✣	Select All	□
Action (select one follower)	⊗	Close Followers Menu	L2
Deselect All	○		

THE BEGINNING

INTRODUCTION



It's time to become a god. In *Populous: The Beginning*, you play the Shaman, the spiritual leader of a primitive tribe. Your destiny is to become a deity, a god for all eternity over every living thing. You must battle and conquer each world, crushing the enemies who stand in your way. Using your knowledge of magic and power, you must build mighty armies and unleash awesome spells to destroy all that dare to stand in your way. Only by achieving domination over every planet will you gain omnipotence.

FOR MORE INFO about this and other titles, check out Electronic Arts™ on the web at **www.ea.com**.

POPULOUS

THE SOLAR SYSTEM

To realize the ultimate dream of becoming a god, you must conquer all the worlds in the Solar System. There are twenty-five worlds in the Solar System, divided into small groups of moons orbiting major planets. You start on the furthest moon from the sun and must work your way inward.

- To choose a completed world, ✣ ↔.
- To play the world, press ⊗.

GAME SCREEN

INFORMATION PANEL

Blast is a special spell that doesn't require mana to cast and, therefore, doesn't need to be charged like other spells.

Enemy Tribes Icons: Appear only if that enemy tribe is on the world.

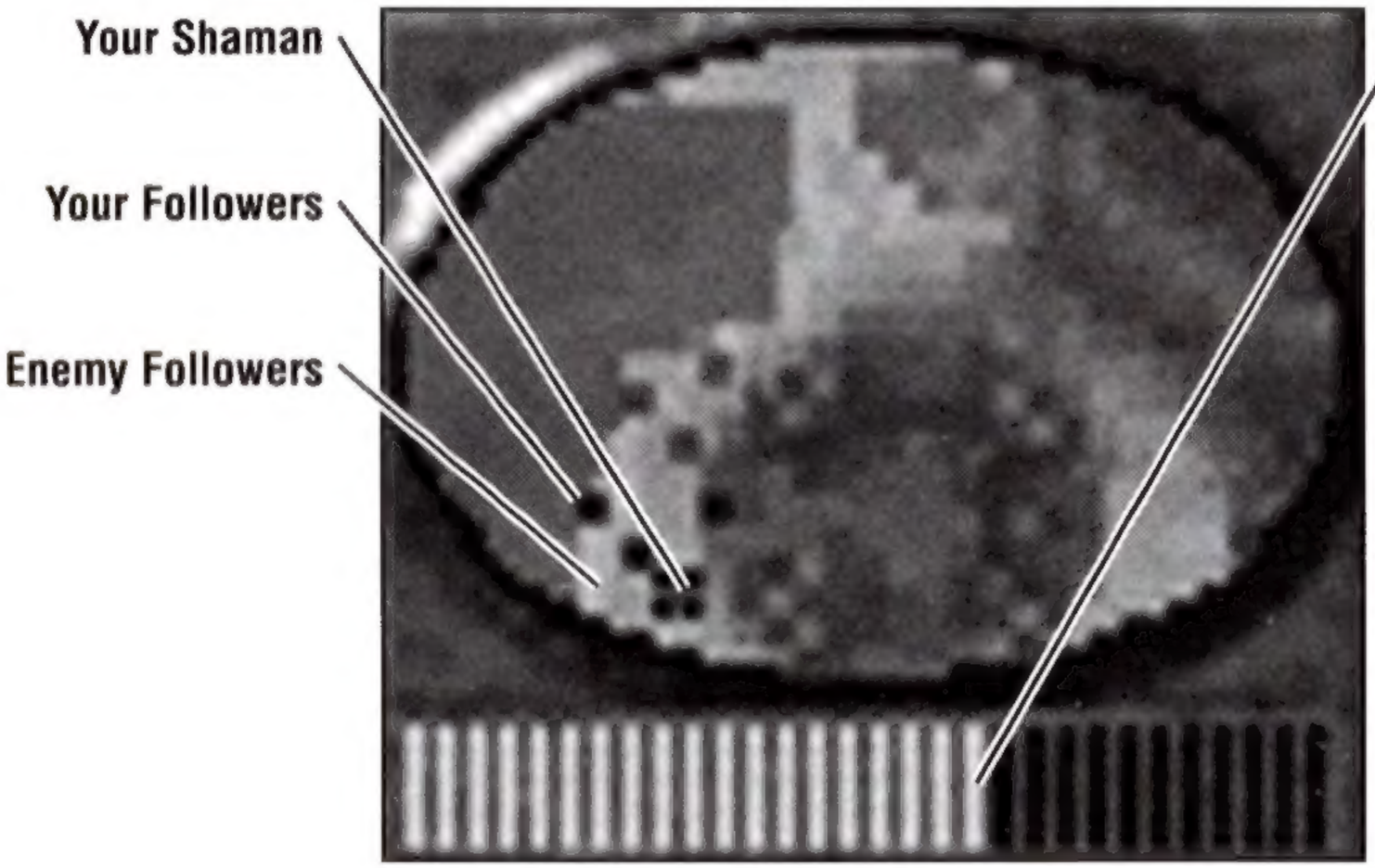
Followers Selected: Number of followers you have selected.

Shaman: Current activity of the Shaman and her health. If you have a Dual Shock controller activated, it vibrates when the Shaman is under attack.

Currently Selected Spell: If the casting point is out of range of the Shaman, a red circle with a slash appears. If you use up all of your available shots, the selected spell defaults to Blast.

Enemy Spell: The spell currently being cast by an enemy Shaman, displayed in the color of the enemy tribe.

MAP



***EA* TIP:** If the Spell Charge Rate bar is low, either your followers are not creating enough mana or you have too many spells charging at the same time. Turn off some spells, house your Braves in Huts, and command your followers to work.

QUERY PANEL

➪ To access the Query panel, press ⊗ on a building, vehicle, or artifact — anything that requires followers to work.

BUILDINGS Displays the number of people in the building and the maximum it can hold.

HUTS Displays the number of people in the hut, the maximum it can hold, and two bars: birth progress at the top and upgrade progress at the bottom. When each bar reaches its maximum, either a new Brave is born or the Hut is upgraded.

TRAINING BUILDINGS Displays the number of people in the building, the maximum it can hold, and the training progress.

ARTIFACTS Displays the maximum number of people required to worship the artifact and the worshipping progress.

ARTIFACTS

Each artifact must be worshipped to unlock its secret.

- ➪ To worship an artifact, select either the Shaman or a number of followers, then move the pointer over the artifact, and press ⊗.
- ❒ If you query the artifact (press ⊗ while over the artifact), a Query panel displays the maximum number of followers required to worship it. You don't need to fulfill the maximum, but worshipping is faster if you do.
- ❒ When followers are worshipping an artifact, the bar on the Query panel indicates worshipping progress.

There are four artifacts to discover in your explorations.

- ❒ **Stone Head:** An artifact that grants the player a Single Shot spell or building. Single Shots can be used only once, but they don't require charging.
- ❒ **Obelisk:** Only the Shaman can worship this artifact. It often triggers an event important for conquering the world.
- ❒ **Totem Pole:** When worshipped, this artifact triggers a spell that is beneficial to you and your tribe.
- ❒ **Vault of Knowledge:** A monument that contains some knowledge of the enemy. Only the Shaman can worship this artifact, and any spells or buildings discovered are permanent.

Miscellaneous Tips

- ❒ **Reincarnation Site:** Each Shaman creates a Reincarnation Site when she enters the world. It cannot be destroyed or built on; however, it can be used as the starting point of a settlement.
- ❒ **Wildmen:** Wildmen are the godless natives of the world. They wander the land, feeding from the water and the trees. Cast the Convert spell on these savages to convert them to your tribe.
- ❒ **Water:** Your followers will drown if they fall in the water.
- ❒ **Trees:** Trees provide the materials for constructing all buildings. Each tree holds a maximum of four pieces of wood and will grow back if this is reduced. A tree cut down completely takes longer to grow back.

Followers

The Followers menu is a table displaying each type of follower and their jobs. The left-hand column, listing the total number of followers of that type, is always visible on screen.

➪ To toggle the Followers menu ON/OFF, press L2.

Selecting Followers from the menu:

- To navigate the menu, use the D-Button in any direction.
- To select the highlighted follower, press ⊗; to select all followers, press □.
- To deselect all followers, press ○.
- ❒ The number of followers selected is shown on the Information Panel at the top of the screen.

Selecting Followers from the game screen:

- To select a follower, move the pointer over him, then press ⊗.
- To select multiple followers, position the pointer on the ground, hold ⊗, and move the pointer away. A white selection box appears. When you release ⊗, any followers within the box are selected.

Each column lists the number of followers performing certain tasks.

From left to right, these are: total followers, idle followers, housed followers, working followers, the number of Balloons with one or more followers inside, and the number of Boats with one or more followers inside.

- To deselect your followers, press ◎.
- To select the Shaman at any time, press △.

SPELLS

Selecting a Spell from the menu:

- To navigate the menu, ✣ in any direction.
- To select the highlighted spell, press ⊗. The menu closes.

Spell is unavailable.

Spell is available on the world but not discovered yet.

Single Shot Spell: You may cast this spell only once. It cannot be charged with mana.

This spell has been turned off. Press □ to toggle the spell ON/OFF. When OFF, it does not charge with mana, and your other spells charge faster.

Spell is charging with mana. The blue bar displays charging status. The blue dots are the individual shots charged so far.

This spell is fully charged and cannot be charged further.

Casting Spells:

- To cast a spell, move the pointer over the land, then press ◻. If the target is out of range, the Shaman walks within range of the target before casting the spell.
- If you cast a spell on an object, building or person, the spell is fired directly on it.
- If you have a Dual Shock controller activated, it vibrates when a land-altering spell is cast, either by you or by the enemy.
- When your selected spell has run out of shots, the default spell is Blast.

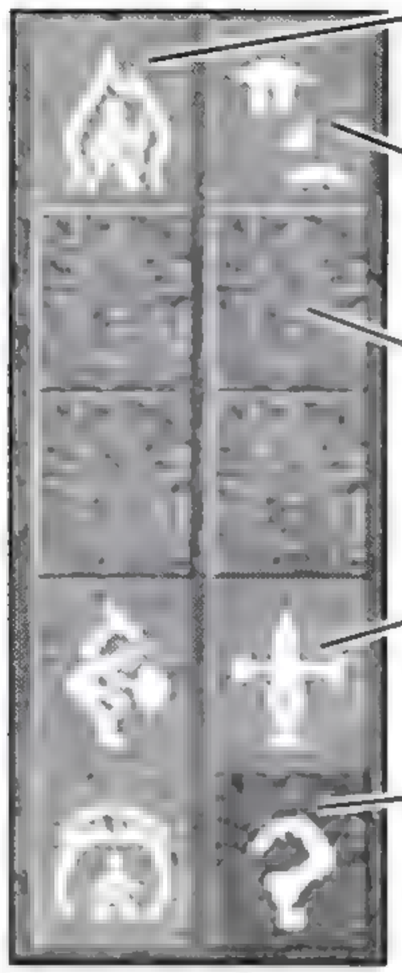
CONSTRUCTION

- To access the Buildings menu, press R2 twice (once to enter the Spells menu and again to enter the Buildings menu).

To construct a Building:

1. Use the D-Button to navigate the menu, then press ⊗ to select the highlighted building and close the menu.
   - When the menu closes, you have a yellow rectangle with a ghosted image of the building on it. This is the amount of space you need for that building.

- ❒ You can place your building only next to existing buildings or the Reincarnation Site. The only exception to this is the Guard Tower, which you can build anywhere.
- ❒ If you cannot place it down on a particular spot, the rectangle is colored red.


Guard Post: Build a Guard Post to create patrols for your followers.
Deconstruct: Press ⊗ while over any building or plan to either deconstruct or remove it.
Building unavailable.
Building available to construct.
Building available on the world but not discovered yet.

2. When you find a spot, press ⊗ to place the plan down.
   - ❒ To rotate the plan, hold ⊗, then use the D-Button ◂▸. When you release ⊗, the plan is placed down.
   - ❒ You can place the plan multiple times. To remove the plan from your cursor, press △.

3. Braves are the only followers who can construct buildings, and they do so automatically. To command more braves to build, select them and press ⊗ on the plan.

   - To dismantle a building, select the Deconstruct Icon from the Buildings menu, then press ⊗ over the building.

WINNING AND LOSING

To conquer each world, you must carefully follow the objectives stated in the briefing. On some worlds you may simply have to destroy the opposition, while on others you may have to perform some specified actions without being destroyed yourself.

Losing is another matter. If all your followers are killed and the Shaman dies, you lose the world and the game. This is because you have no follower-generated mana flowing to you, and so your Reincarnation Site is powerless.

GAME OPTIONS

FRONT END

NEW GAME Begin a new game from the first world.

LOAD GAME Load a previously saved game from a Memory Card.

OPTIONS Go to the Options menu.

TUTORIAL Start the Tutorial.

CREDITS View the Credits.

OPTIONS MENU

SCREEN ADJUST Readjust the position of the screen on your TV.

SOUND OPTIONS MUSIC VOLUME: Increase/decrease volume level.

FX VOLUME: Increase/decrease volume level.

SPEECH VOLUME: Increase/decrease volume level.

CONTROL OPTIONS

CONTROL SYSTEM: Choose one of four alternative preset button configurations.

STICKY SELECT: When ON, any followers you select and command remain selected until you press ◯. When OFF, followers you select and command are deselected after the command is given.

PUSH SCROLL: When ON, you can scroll the map by moving your cursor to the edge of the screen

SMART MENU: When ON, when you re-enter a menu, the highlight is on the same icon you left it on when you last exited that menu. If Smart Menu is OFF, when you re-enter a menu the highlight automatically defaults to the bottom left-hand corner.

DUAL SHOCK: If you're using a Dual Shock Analog Controller, this turns the rumble effect ON or OFF.

NOTE: The Dual Shock option appears only if the relevant peripheral is connected.

PAUSE MENU

➪ To access the Pause menu from the Game screen, press START.

GAME OPTIONS Go to the Options menu.

MEMORY CARD OPTIONS

LOAD GAME: Load a game currently saved to a Memory Card.

SAVE GAME: Each saved game requires up to fifteen spare slots of the Memory Card.

> **NOTE:** Never insert or remove a Memory Card while loading or saving files.

MISSION BRIEF Replay the mission briefing speech.

REPLAY SPEECH Replay the last speech given to you.

> **NOTE:** When you load a game from a Memory Card, you cannot replay any speeches prior to the last save.

RESTART LEVEL Quit your game and start playing at the beginning of the current level.

QUIT Return to the Main menu. Your current game will be lost.

RETURN TO GAME Resume play from the point at which you paused the game.

POPULOUS

CREDITS

PRODUCTION

Executive Producer: ..... Richard Leinfellner
Producer: ..... Simon Harris
Associate Producer: ..... Andy Nuttall
Team Administration: ..... Lisa Stokes

DESIGN

Game designed by: ..... The Populous Team, Bullfrog Productions
Level Designers: ..... Ken Malcolm, Alex Cullum
Assistant Level Designers: ... Dan Riley, Lawrence Doyle
Additional Level Design: ..... Pete Blow, Rajan Tande, Richard Leinfellner

DEVELOPMENT

Developed by: ..... Climax
President, Climax Group: ..... Karl Jeffery
Executive Vice President: ..... Tim May
Executive Producer: ..... Chris Hadley
Producer: ..... Chris Eden
Lead Programmer: ..... Leigh Bird
Engine Programmer: ..... ZZKJ
Programmers: ..... Dave Owens, Tony Mack
Additional Programming: ..... Damian Stones, Giles Constant, Chris Bull, Steve Legg
Technical Consultant: ..... Gary Liddon
Technical Support: ..... Micheal Archer
Lead Artist: ..... Doug Townsley
Artists: ..... Agust Fridriksson, James Brace, Alan Weaver
Storyboard Artist: ..... Niki Broughton
Climax Web Site: ..... Cal Blagbrough, Caroline Miller

QA

European Studios

Test Manager: ..... Dominic Murphy
Lead Testers: ..... Lawrence Doyle, Andy Miller
Assistant Lead Tester: ..... Jeff Brutus
Testers: ..... Rob Stevens, Martin Hall, Braydon Burgess, Mark Rose, Jeremy Harris, Nathan Smethurst
Head of Climax Quality Assurance: .. George Buggins
Climax Quality Assurance: ... James Parham, Ian Oates

THE BEGINNING

POPULOUS

FMV

Writers: . . . . . Steve Brown, James Leach

FMV: . . . . . Steve Brown, Steve Leney, Jamie Bradshaw, Jason Lord, DigiMania Limited, member of the Digital Animation Group plc.

Audio

Audio Producer: . . . . . Nick Laviers

Music Composer: . . . . . Mark Knight

Additional Composition: . . . . Russell Shaw, Andy Nuttall

Sound Design: . . . . Adele Kellett, Bill Lusty, Adrian Moore

English Voice Actor: . . . . . Robert Ashby

Voiceover Casting: . . . . . Steve Brown

Producer: . . . . . Dan Blackstone

Website Management: . . . . Nina Dobner, Chris Morgan

Website Creation: . . . . . Insomnious

PR Europe: . . . . . David Wilson

Technical Support: . . . . Simon Handby, Michael Burnham, Daren Watson, Kevin Donkin

Finance: . . . . . Laura West, Annette Dabb, Lucia Gobbo

Legal: . . . . . Felicity Knights, Duncan Backus, Sue Garfield

Administration: . . . . . Audrey Adams, Tracey Charlton, Dan Hart, Sian Jones, Kathy McEntee, Lorraine Metcalf, Marta Soroa-Lerida, Lisa Williams

Management: . . . . . Bruce McMillan, Colin Robinson, David Byrne, Les Edgar

Special Thanks: . . . . . Steve Metcalfe, Jeremey Longley, Matt Whitton, Claud (for her understanding), Megan Hadley-Hill, Chiyoko Tanaka, Jean Marlane, Ingolfur "Broi" Fridriksson, Everybody at Climax, The Populous: The Beginning Team for their support.

EA USA

Product Manager: . . . . . Matt Orlich

Documentation Editors: . . . Bill Scheppler, Yuri Hospodar

Creative Services Project Manager: . . . Tonda Mueller

Documentation Layout: . . . . . Catherine Cantieri

CQC: . . . Daniel Hiatt, Benjamin Crick, Etienne Grunenwald, Bobby Joe, Michael Jung, Anatol Somerville

THE BEGINNING

POPULOUS

Software © 1999 Bullfrog Productions Ltd. Bullfrog, the Bullfrog logo, Fog of War and Populous, are trademarks or registered trademarks of Bullfrog Productions Ltd. in the United States and/or other countries. Bullfrog is an Electronic Arts company. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. All rights reserved.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

THE BEGINNING

POPULOUS

NOTICE—Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P.O. Box 9025 Redwood City, California 94063-9025, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.00. ELECTRONIC ARTS CUSTOMER WARRANTY, P.O. Box 9025 Redwood City, California 94063-9025

IF YOU HAVE WARRANTY QUESTIONS, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

THE BEGINNING

TECHNICAL SUPPORT: If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.
EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

For customer service in **New Zealand**, phone (09) 479 7459. For hints and tips, phone our Games Hotline at 0900 58885.

Proof of Purchase
Populous™: The Beginning
0-14633-07843-5

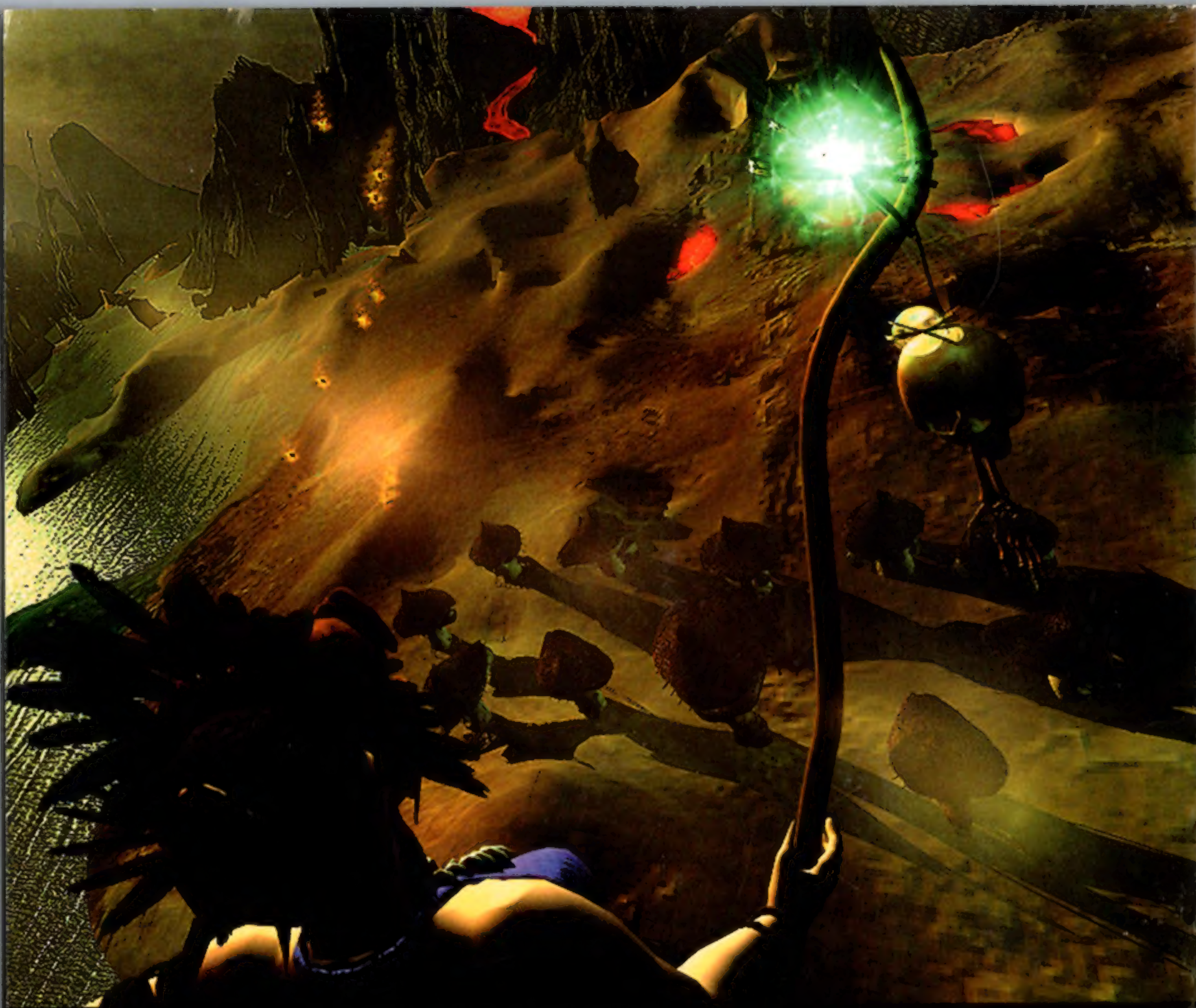
Software © 1999 Bullfrog Productions Ltd.

Bullfrog, the Bullfrog logo and Populous are trademarks or registered trademarks of Electronic Arts and its wholly-owned subsidiaries in the U.S. and/or other countries. All rights reserved. Bullfrog is an Electronic Arts company.

QSound and the Q Logo are registered trademarks of QSound Labs, Inc.

"Environmental Audio" is a trademark and the Environmental Audio Logo is a registered trademark of Creative Technologies Ltd.

Documentation © 1999 Electronic Arts. All rights reserved.



Bullfrog Productions, Inc.
©1999 Bullfrog Productions Ltd. Populous, Bullfrog, and the Bullfrog logo are trademarks or registered trademarks of Electronic Arts or its wholly-owned subsidiaries in the U.S. and/or other countries. All rights reserved. Bullfrog is an Electronic Arts company. Environmental Audio is a trademark and the Environmental Audio Logo is a registered trademark of Creative Technologies Ltd. Made in the U.S.A. 784301

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation ®

BULLFROG PRODUCTIONS LTD ™